

USER'S GUIDE

AREX



AREX

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User's Manual by Mark S. Murley

INTRODUCTION

Prepare yourself — a new phase in graphics entertainment is about to unfold. You are about to experience AREX: an electrifying experience that will be as fresh and exciting the hundredth time you play it as it was the first.

AREX - Object of the Game

Your mission as an Arex commander is to invade enemy territory by skillfully maneuvering your ship. Your ship, the Arex, is capable of horizontal and vertical movement within the enemy area. As the Arex moves, it "neutralizes" enemy ground by dispensing arrows; these arrows serve as indicators of your ship's path. Avoid the enemy, and cover as much ground as possible for maximum points.

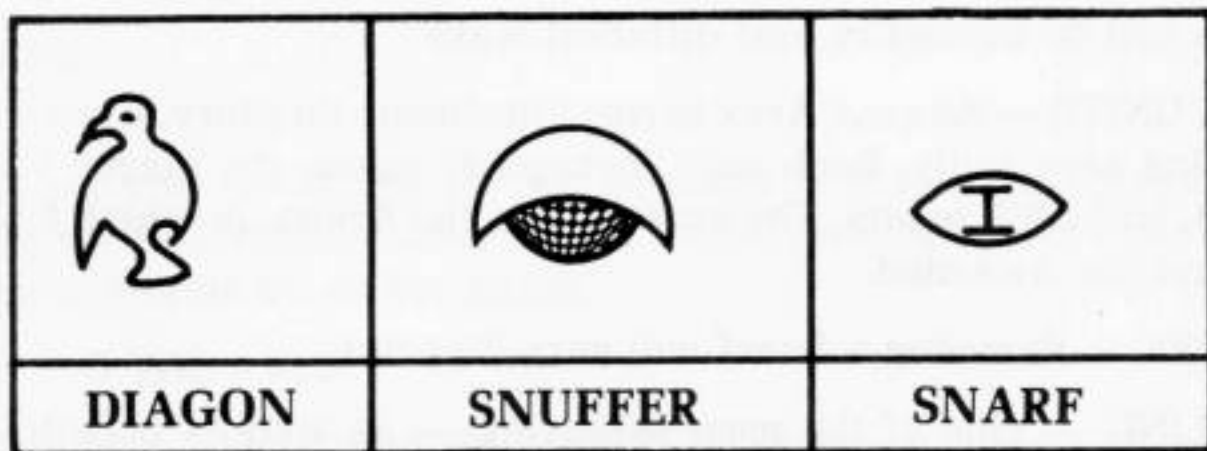
DUNGEON OR ARENA — IT'S YOUR CHOICE

AREX features two types of game areas: the multi-level, maze-like Dungeon (Figure 1), and the open-air Arena. Your invasion of the Dungeon is successful when approximately 90% of the game area has been covered by your Arex. At this point, there will be a brief pause and you will advance to the next level. Each level within the Dungeon features a different obstacle pattern. The game ends when all of your ships are destroyed. We won't divulge the number of playing levels, but we will tell you this: You won't be wanting for things to do!

DIAGON — A weirdling bird-like creature that moves about by diagonally bouncing off objects within the enemy grid. Diagon, like bishops in a chess game, must remain on either of the two grid colors. Use the colored grid dots (engaged by pressing **START** during play) to locate and avoid the color a Diagon is on. A Diagon can be walled by trapping it between two parallel barricades.

SNARFS — Occasionally, defenseless Snarfs exit hyperspace and roam about the playing grid. After a brief period, a Snarf will become unstable as it prepares to transform into a Diagon or Snuffer. The transition time is unpredictable, so plan your strategy and act accordingly.

Figure 2



RIPPLER — More of an effect than an intelligent danger, the Rippler appears when your Arex is stationary for more than 3 seconds. The Rippler's sole function is to trace the path taken by your Arex. This "lit-fuse" effect halts the moment the Arex resumes movement. If the Rippler makes it to your Arex, there'll be the devil to pay!

AREA METER — Used to gauge your occupation of enemy territory. The Area Meter appears as a vertical bar at the right side of the screen and decrements as your Arex craft moves into enemy territory. Keep a close eye on it!

REMAINING AREX - Located below the Arex Meter. Used to display the number of remaining Arex craft. Each white square represents 1 reserve craft. Up to six ships may be displayed although more may be held in reserve.

OBSTACLES — Both the enemy craft and your Arex ship may be blocked by:

- 1) The Arex trail
- 2) Rippler residue
- 3) Dungeon walls
- 4) Other enemy craft
- 5) Snarfs

MUSIC

AREX features a variety of musical themes to indicate the current state of events. You'll hear distinct motifs while you play, including themes to indicate pause, Rippler advancement and, of course, the appearance of Old Nick himself.

POINTS

Points can be earned in four different ways.

AREA UNITS — As your Arex moves into enemy territory, it is actually invading area units. Each unit "occupied" earns the player 1 X the LEVEL NUMBER points. The exception is the Arena, in which 5 points per unit are awarded.

SNARFS — Ramming a Snarf will earn 20 points.

WALLING — One of the most satisfying — as well as beneficial — moves a player can make is barricading an enemy craft. Walling occurs when an enemy ship (a Diagon or Snuffer) is confined by any combination of obstacles, including Arex Residue. An enemy ship so entrapped is worth 100 points, and becomes instantly harmless. Walling occurs immediately upon entrapment and need not involve the Arex ship at all. (For example, enemy craft may Wall each other during a random encounter.) Walling may well be the single most important strategy element of AREX.

SKULLS — Whenever an enemy craft is Walled, a skull will appear and mark its position. Ramming a skull with your ship will net you 500 points.

THE DEVIL — No explanation necessary; you'll meet the Devil soon enough!

USING THE JOYSTICKS: 1 OR 2 PLAYER AND DUNGEON OR ARENA SELECTION

After the game loads from your tape or disk, the Title Screen will appear (Figure 3). The Joystick 1 handle (connected to the far left port of your ATARI or COMMODORE computer) is used to select the type of game (Dungeon or Arena) and the number of players. Move the pointing finger to the correct selection.

Figure 3

				HIGH SCORES
INDICATOR	ARENA 1	PLAYER	HIGH	0
	DUNGEON 1	PLAYER	HIGH	0
	ARENA 2	PLAYERS	LAST	0
	DUNGEON 2	PLAYERS	LAST	0

INDICATOR

You may use either one or two joysticks in a two-player game. The computer will automatically decide which joystick to "activate" when Player 2 begins his or her game.

MOVING THE AREX

During play, lightly push the joystick handle in the direction you wish the Arex to move.

THE JOYSTICK BUTTON

The joystick button has three functions during play. Press the button when you wish to:

- 1) Begin play (press when Player number and level information are displayed).
- 2) Pause play (during the course of a game).
- 3) Restart the game (after your Arex is destroyed).

During play in the Dungeon, a button press acts as a normal game pause. When the button is pressed during play in the Arena, all motion is paused; however, Snarfs will continue to exit from hyperspace, but at an accelerated rate. Play resumes when a maximum of 20 enemy craft are on the screen. Use the **SPACE BAR** for a "true pause" when in the Arena.

KEYBOARD CONTROLS

The keyboard controls function only during play. Refer to the correct section below for your computer.

ATARI

M	Select/Cancel music
START	Select/Erase Background Grid
SELECT	Abort game — return Title Screen
SPACE BAR	Pause/Resume play

COMMODORE 64

F7	Pause/Resume play
F5	Select/Erase Background Grid
F3	Select/Cancel music
F1	Abort game — return Title Screen

HIGH SCORE

High scores are indicated on the Title Screen, with the high score for the Arena being displayed first, and the Dungeon score next. The two final scores are for Player 1 and Player 2. The last score is for the previous game.

LOADING INSTRUCTIONS — ATARI Cassette

- 1) Your ATARI should be turned off.
- 2) Remove any cartridges from the computer.
- 3) Insert your AREX tape into the cassette player. Rewind the tape if necessary.
- 4) While holding the **START** button, turn on your ATARI. The video display should be clear and you will hear a single tone.
- 5) Press PLAY on the cassette player.
- 6) Press **RETURN** on the computer.
- 7) The screen will display the message "LOADING AREX." The loading process will take about 5 minutes. The Title Screen will appear when the load is complete.

LOADING INSTRUCTIONS — ATARI Disk

- 1) Remove all cartridges.
- 2) Turn on the disk drive
- 3) Insert your AREX disk into Drive 1.
- 4) Turn on your ATARI. The screen will display:

LOADING AREX COUNTDOWN 96

'M' MUSIC - ON/OFF
'SPACE' - PAUSE
START - GRID ON/OFF
SELECT - ABORT GAME

5) As soon as the countdown reaches 0, AREX will automatically run.

LOADING INSTRUCTIONS — COMMODORE 64 Tape

- 1) Turn on your COMMODORE 64 Home Computer.
- 2) Insert the AREX tape into the cassette player. Rewind the tape if necessary.
- 3) Press the **RUN/START** key and the **SHIFT** key at the same time.
- 4) Press **PLAY** on the cassette player.
- 5) AREX will now load. The Title Screen will appear once the loading process is complete.

LOADING INSTRUCTIONS — COMMODORE 64 Disk

- 1) Turn on your disk drive, and then your COMMODORE 64 Home Computer.
- 2) Insert your AREX disk into the drive.
- 3) Type: **LOAD "AREX",8** and press **RETURN**.
- 4) When the **READY** messages appears, type **RUN** and press **RETURN**.
The Title Screen will appear and you may begin play.

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AREX

Prepare yourself — a new era in graphics entertainment is about to unfold. Witness AREX: a game imbued with the thrilling precision of Arcade Action Graphics™, a game that you'll want to play again and again.

AREX — the challenge is simple. You must enter and neutralize 90% of the enemy's territory while avoiding three distinct types of alien perils. A successful invasion earns advancement to subsequent (and of course, more difficult) levels of play. But as you will quickly discover, the challenge may be simple, but success will elude all but the most adept arcade hustler.

AREX — Perhaps there's never been a game in which survival is so closely linked to split-second timing. The battle area teems with perils, and here, only the quick survive. AREX also features phenomenal graphics, joystick compatibility, and a host of extras: High score save, bonus ships, game abort, battle sounds and unique voice-announced information on the TRS-80 Model I, III, and IV versions.

Simply put, gaming has taken a turn for the incredible. Find out for yourself today with AREX.

